

Fig. 1

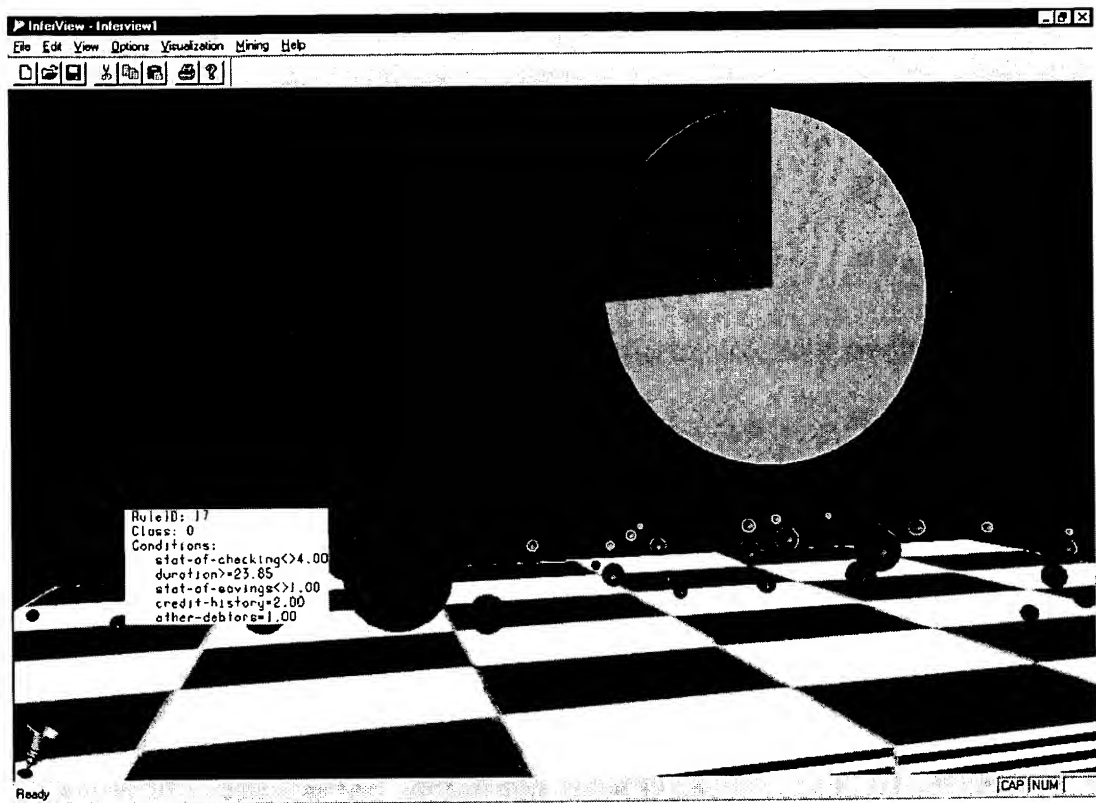
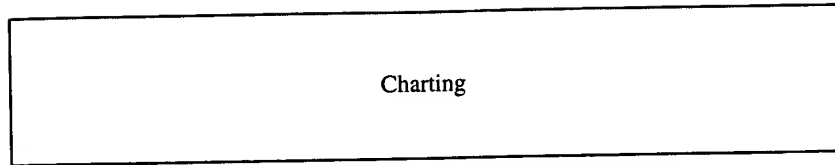


Fig. 2

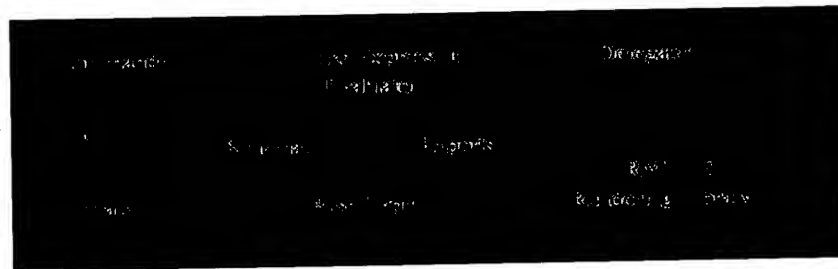
**Extensions
Layer**



**Core
Layer**



**Foundation
Layer**



OpenGL

VRML 2.0

Fig. 3

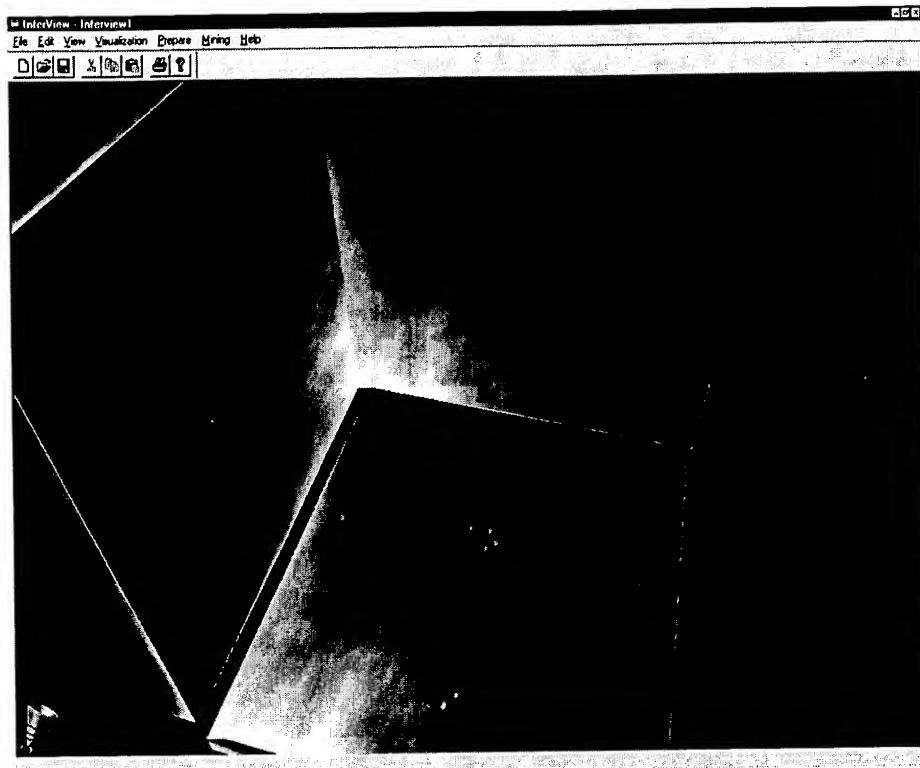


Fig. 4

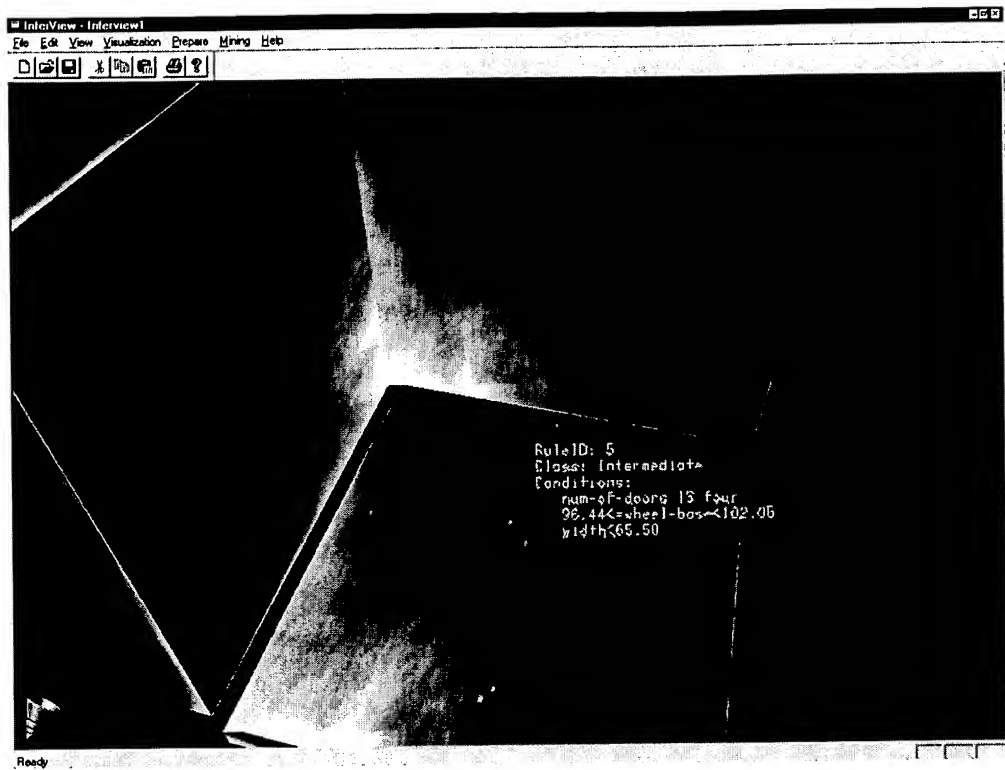


Fig. 5

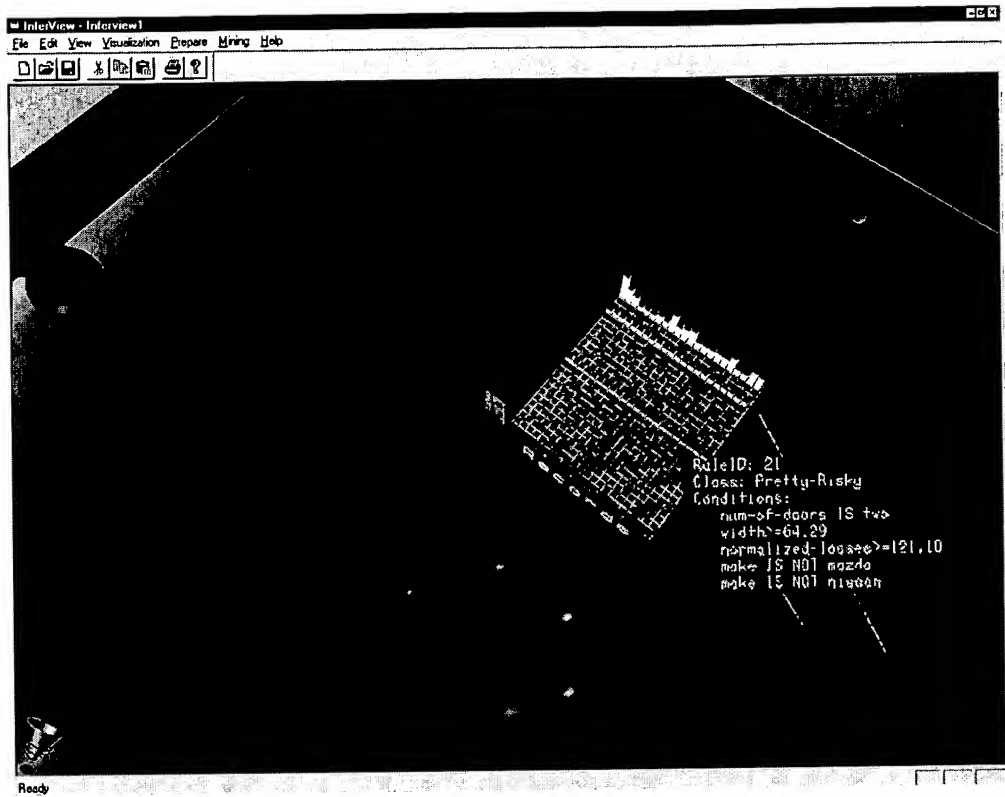


Fig. 6

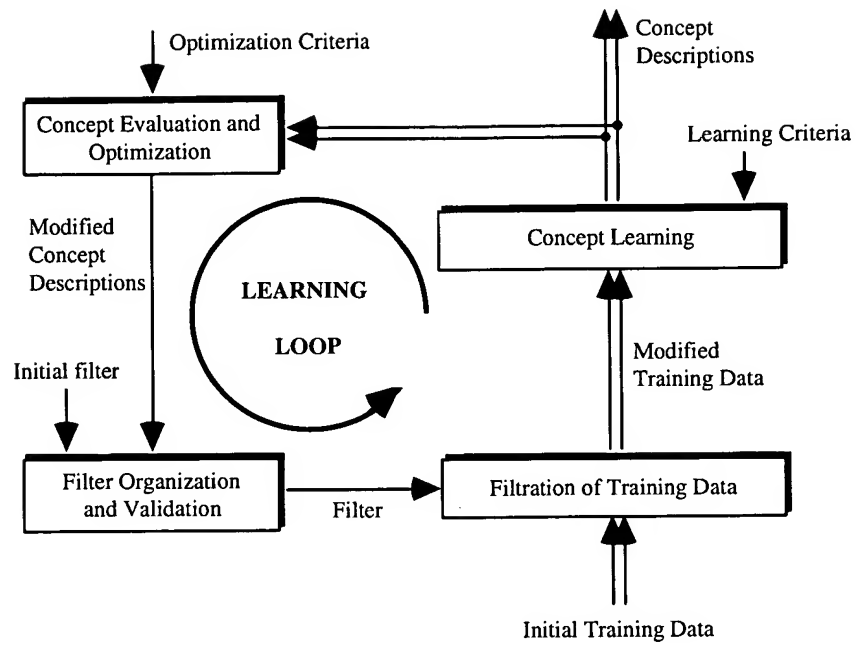


Fig. 7

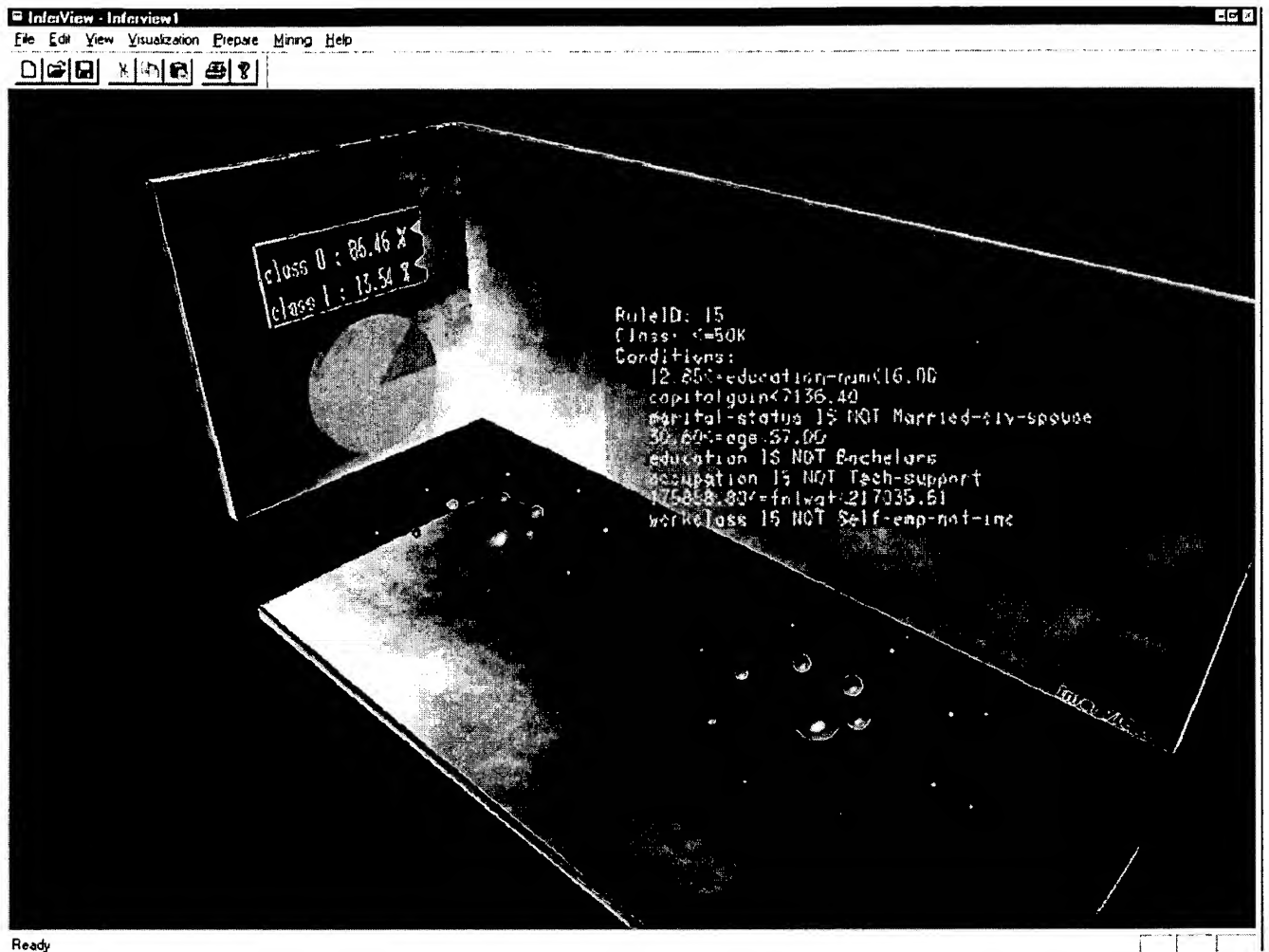


Fig. 8